CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0225 Feedback

Outcomes that eventually cover both 2D and 3D continue to max out at **|** for now because this assignment remains in 2D.

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Notes while running (high-priority notes are marked with ***):

• A nice, tranquil scene with neat technical touches; no issues encountered at runtime.

Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):

1. Your relative paths for your URLs went up one level too many? Not sure how this originally worked, but I guess it did… (*4b*)

2. Fundamentals are in and good: custom parameters, custom easing functions. +(*2a*, *3a*, *3b*, *4a*)

3. Bonus algorithms are even better: custom keyframe generation; fractal trees; randomized behavior; definitely above and beyond here. +(*4a*, *4b*, *4d*)

1a — **+**

2a (max **|**) — **|**

3a (max **|**) — **|**

3b (max **|**) — **|**

4a — **+**

4b — **+**

4c — **+**

4d — **+**

4e — Excellent commit frequency and definitely much better message descriptiveness. Plus a good timetable with work going back to before the original due date. (**+**)

4f — Submitted on time. (**+**)